War of the Scaleborn / Dragonflight / Post-Dragonflight / In-game

- Alexstrasza was taught how to hunt and fight by Fyrakk, possibly indicating that Fyrakk is older and favored Alexstrasza over Ysera, who in turn did not like him at all.

- The Greens seem to favor putting their enemies to sleep rather than outright fighting.

- Neltharion favored fighting the incarnates long before he heard whispers.

- Alexstrasza saw shadows in the corner of her eye and was unsettled by them, she also sensed something off about Neltharion (early onset of his corruption)

- Vyranoth was the very last of the Incarnates, and it took Iridikron asking her three times + bringing her evidence of the titan forged stealing eggs to convince her.

- Vyranoth's mate was killed by Galakron and she never took a new mate afterwards and therefore never had her own clutch afterwards, She is still very fond of whelp though.
- The process of becoming an Incarnate is deadly and few can withstand it.

- Contrary to In-game, The Aspects and Incarnates were not as close as clutch-mates; Raszageth hated the aspects, Fyrakk and Ysera did not like each other, Fyrakk thought Alexstrasza was a traitor, Neltharion and Iridikron were rivals and Alexstrasza never saw Iridikron before up until he was defeated as he barely left Harrowsdeep. Vyranoth and Alexstrasza were very close friends but that was the only positive relationship between the aspects and incarnates.

- Vyranoth was the first to meet Alexstraszas newest clutch of eggs when the ruby life pools were being created.

- The Ruby life pools are much larger than they look in-game, both Vyranoth and Alexstrasza could walk through the halls.

- Alexstrasza had her own private pool for her clutches.

- Whelps have translucent lids.

- Vyranoth had slight jealousy over seeing Alexstrasza's whelps as Vyranoth didn't have her own clutch in centuries. Jealousy and Anger were for multiple reasons especially since the best dragons became ordered but it was mainly jealousy over whelps.

- - Hide and Seek was used to teach whelp how to find prey via sound and scent, and how to hide from the sights of predator and prey.

- - The numbers of primal dragon whelps was dwindling in the wilds (hmm I wonder why).

- - Alexstrasza wanted Vyranoth to remain in the broodlands with her but Vyranoth did not feel at home.

- Alexstrasza has invited Vyranoth to have meals with her children, meet the other Aspects, and shown her the greatest of dragon advancements in order to try and convince Vyranoth to stay.

- - Vyranoth claimed that sooner or later, she would be forced to become ordered if she did stay. Alexstrasza did not technically deny this. Vyranoth weighed her future as a potentially ordered dragon with a community, whelps and a mate vs her free will.

- - Iridikron had a sister, she became ordered and was a part of the Black Dragonflight.

- - Iridikron seems skilled in using his abilities to treat wounds as he covered his sisters injuries with silt and mended broken bones with stone braces.

- - Fyrakk, while being her cousin, was like a brother to Alexstrasza when they were on better terms.

- - Slaying Fyrakk was off the table for Alexstrasza during the first war (that worked out well).

- - The Incarnate process was to increase the strength of the primal dragons forces, the Aspects were already powerful and the Oathstones increased the power of all ordered dragons.

- - Fyrakk was the first Primal Incarnate; Fyrakk -> Iridikron -> Raszageth -> Vyranoth.

- - Fyrakks lair was in the Caldera of the isles, Harrowsdeep (Iridikron) and the Frozen Fangs (Vyranoth) were north, presumably in Northrend.

- - The Incarnates had more advanced speech, while regular proto dragons had broken speech.

- - Fyrakk started the rebellion, Iridikron took command of it and the war as he was stronger and more strategic than Fyrakk.

- - Nozdormu was already strong before titan magic.

- - Nozdormu knew certain actions would cause a war, but he was not certain, as there was too many outcomes for any action taken and he was still learning how to use his powers.

- - Nozdormu and Neltharion wanted to contact the trolls, Ysera came up with the idea of a visage, Malygos invented the magic to do so, Alexstrasza gave the edict to avoid them and protect them.

- - Ysera was the first green in the Emerald Dream, and Somnikus was the first guardian of the Dream.

- - Raszageth was causing chaos for 50 years showing how long there was weak peace before the actual war.

- - Neltharion didn't want to openly fight the incarnates originally, Nozdormu knew otherwise. He was much more willing to go to war however after they became a bigger threat.

- - The early days of Alexstraszas reign was difficult as Neltharion was working in the shadows, young drakes were fighting with primal dragons, her sister would seldom appear in person (in dragon?), etc

- - Tyranastrasz supported the idea of taking eggs from the wild and believed that as they grow, they would accept their ordering.

- - Dragon tails are not as stiff as they seem, Tyranastrasz would wrap his tail around Alexstraszas to comfort her.

- - Tyranastrasz was so massive, when he put his tail on the ground it sent tremors through the ground.

- - Wyrmrest temple was built for a place for all flights and races to meet, an Embassy, it was also close to Harrowsdeep.

- - The Ossuary was the original final resting place for dragons, once the isle was closed off they were forced to make dragonblight their final resting place.

- - Ysera, presumably the green flight as a whole, can use magical moss to heal their wounds.

- - The renewed protodrake, highland drake, velocidrake, wylderdrake, slitherdrake, nether drake, and whimsy drake are the only mounts to have their file names be called "companion" rather than "mount".

- - The color of a protos scales correlated to their breaths (ex: reds and oranges had fire, whites and blues had ice, yellows had lightning, etc.)

- - The The renewed protodrake, highland drake, velocidrake, wylderdrake, slitherdrake, nether drake, and whimsy drake all have talking and casting animation, but only the Proto drake, Wylderdrake, and Highland have their casting animations in-game.

- - Faerie Dragons are not actually dragons, same with Cloud Serpents, Dragonhawks, and Veilwings.

- - Faerie dragons are beings of pure magic.

- - Alexstrasza can radiate a pulse of calming magic.
- - Tyranastrasz was a brown proto dragon, but when ordered he turned "warm, brilliant color of heart's blood"
- - Tyranastrasz, the wisest of all, managed to make Vyranoth question order magic and it's uses.
- - The oathstone crystals were forged elsewhere and placed into their pillars, the ruby being from Valdrakken.
- - Dragons count using seasons, moons, and suns. (ex; 3 seasons = less than a full year/ 9 months).
- - There is a mottled green proto, showing that unique scale patterns exist.

Pre- WotSB / “Classic wow” novels

- The Sanctums beneath Wyrmrest temple exist outside of time and space.
- - The sanctums contained eggs of both the aspects and the rest of the flight.
- - Nethers age rapidly and have shorter lifespans (still longer than mortals though) but can be stabilized by having energy channeled into them.
- - After the fall of Malygos, the three remaining flights had a weak alliance, a strained relationship.
- - Korialstrasz wasn't a popular consort among his flight as his tongue tended to piss others off (king shit)
- - Skin is more sensitive than scales (in reference to visages).
- - The sanctums are much larger than what we see in-game.
- - Saragosa was a favored consort of Malygos (probably after Sindragosa?)
- - Arygos was abandoned by Malygos as an egg, rescued by Korialstrasz, and protected by Nozdormu, and cared for by the Reds.
- - Ysera was capable of seeing the Hour of Twilight before it happened.
- - Ysera can turn regular air into a toxic breath.
- - Kalecgos and Korialstrasz had problems with each other and would frequently argue.

- - When a powerful red dragon dies, life blooms around it.
- - Shaman totems are small and can be carried in a bag.
- - Red dragons can use magma/lava to heal but it is painful, at minimum uncomfortable, Black Dragons can handle the heat.
- - An Oathstone is created via a dragon scale, into an amulet, this allows a dragon to telepathically
- communicate with the wearer and also see what the wearer sees.
- - Korialstrasz can not hold his breath long and isn't the greatest diver.
- - Dragons can sleep for a few hours to a few weeks depending on the situation, they can also stay up for long periods of time but Sinestra stayed up for an abnormal amount of time.
- - "Krasus began the transformation into Koralstrasz...then hesitated" implies that the spell for visages is some sort of cast rather than instant, this can also be seen by Kalecgos in the comics and the process can be stopped.
- - Dragons can sort of "channel their vision" into distances and see further, almost like an Eye of Kilrogg, however this vision can be trapped and make one unable to look away/release themselves.
- - Visages are more sensitive and it's easier to kill or control a dragon in this form.
- - Exhaustion can prevent a dragon from turning into their visage, and prevent them from leaving their visage.
- - Bronze dragons bleed sand showing their past, present, and future.
- - Nozdormu in the novels speaks with a hiss.
- - Green dragons who have been freed of the nightmare can be re-corrupted.
- - Night elves and druids of other races can sense dragons.
- - The base of the skull is a guaranteed death blow.
- - Alexstrasza would forgive any dragonmaw orc that begged for forgiveness, the rest of her flight? not so much.
- Red dragons can prevent corpse from being raised into undeath, they are also capable at necromancy but prefer not to do so.

Locations;

- (pre-sundering) Frozen Fangs, Vyranoth's Lair/Territory. Most likely either northern Storm peaks or north of Icecrown.

- (pre-sundering) Harrowsdeep, Iridikron's Lair/Territory, Most likely current Icecrown, Storm peaks, or Crystalsong as Wyrmrest was "directly to the south".

- (pre-sundering) Broodlands; Most likely the entirety of the current Dragon isles.

- (pre-sundering) Dragonwilds; the land surrounding the pre-sundered dragon isles.